

# The Dilemma



One person will be the Interrogator. The others will be the Revolutionaries, members of the Resistance. The Revolutionaries have been caught and are now being interrogated, each in a separate room. Together, the Revolutionaries have 5 points of information, represented by tokens. When the Interrogator has all 5 points of information, the game ends.

The Interrogator will have conversations with the Revolutionaries. Each conversation will be with just one revolutionary (the other players are, of course, present, but their characters aren't). Conversations last as long as the Interrogator wishes. He can have as many conversations with each Revolutionary as he wishes.

At any point during a conversation, the Revolutionary currently being interrogated can choose to give the Interrogator a point of information (token), and tell him something important about the Resistance (who is the leader, what are their plans, who is their contact, etc.).

The Interrogator works for an Orwellian regime, so feel free to use 'advanced interrogation techniques' (withholding food, stripping prisoners of their clothes, etc.). Lying is, of course, permitted.

The Resistance is a militant organisation; there have been (and, if there are any members left, will be) violent actions (bombings, kidnappings, murders, etc.).